

THE ARMY AT THE END OF THE WORLD

SCENARIO ASL TAC 52

Translated by Coastal Fortress Gaming Group

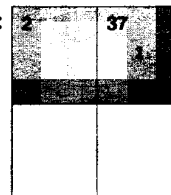


VICTORY CONDITIONS: The Japanese win at game end if they have amassed 10 CVP more than the French and if they Control at least one Pillbox. Control or destruction of a Pillbox is worth 5 CVP to the Japanese.

NA CHAM Border Post, INDOCHINA, 25 September 1940:

In order to cut the Chinese supplies, the Japanese "Canton" army wanted to control French Indochina, which had been left to fend for itself ever since the defeat of June 1940 and the armistice in France. After weeks of diplomatic pressure and border "incidents", an agreement was signed, allowing Japanese troops to enter the country while maintaining French sovereignty and a French military presence. But on the very day the agreement was signed, Japanese troops attacked border posts from the north and attempted to disarm the French garrisons. On September 23, at Na Cham, a Japanese column tried to force its way onto Colonial Highway 4. With no precise orders from above, the local commander decided not to submit, and refused the Japanese permission to go through. The next day, a stronger Japanese attack was beaten back with heavy losses to the attackers. Overnight, a section, under Lt. Séguin, came out of the fort, crossed the highway and established itself on the Ban-Tich hilltop, in case the Japanese renewed their attack on the following day.

BOARD PLACEMENT:



Only hexrows A to P are in play

BALANCE:

- Replace the MMG with a HMG in the Japanese OB.
- ⊙ Add a MMG to the French OB.

⊙ FRENCH sets up first	1	2	3	4	5	6	7	END
● JAPANESE moves first								

Elements of the 10th Company, 9th Colonial Infantry Regiment (Cpt. Carli) [ELR: 3]
set up on board 2, on/north of hexrow H in hexes numbered 2 and 7 {SAN: 3}

10

2 **6** **6**

4

Outside Section (Lt. Séguin)
set up 3 hexes from 37oG5 (hill 615)

4

Elements of 5th Division [ELR: 3]
set up 3 hexes from 37B10 {SAN: 3}

8 **2** **2**

5th Division Reinforcements
enter on Turn 3 on the north edge:

8 **2**

Scenario Design: Laurent Closier

SSR:

- EC are Moderate, with no wind at start. PTO Terrain is in play but:
 - Woods/Jungle are Brush.
 - Swamps are Marsh.
 - The Stream is Dry
- Place Overlay 2 on 37D2-D1
- The French 60mm mortar suffers from Ammunition Shortage. The 81* mortar is a Stokes; its B# is 11 and it has a ROF of 2.
- Starting from Turn 5, Good Order French units may exit the west edge. Units exited by the French do not count toward Japanese CVP.
- The fortifications may not set up HIP, the Pillboxes must have a LOS on 1 hex of the northern edge

AFTERMATH: Early in the morning, Séguin's men spotted a pair of guns sporadically firing on the fort as well as soldiers slowly unloading from 30-odd trucks and preparing to launch an attack. Opening up with great accuracy, the MG of this outpost section neutralized the guns. At that point, the Japanese commander then turned his men around and they started assaulting the hilltop. But across the road, the Colonials in the fort reacted to this move and their mortars caught the moving Japanese from the rear. The Japanese soon had had enough and retreated to the north. Taking the advantage of the break, Séguin's section returned to the fort. Despite this success, the situation remained difficult because ammunition was short. Late in the afternoon, the commander decided to fall back, leaving a few volunteers to watch over the wounded. The Japanese would massacre them all when they finally took the fort.